KING OF THE HILL

There's a crown out there somewhere and the first player to find it becomes King. While you're King, there will be a crown above your head and your score will start going up. To keep things fair, you'll skate slower while wearing the crown. Slap the King around to steal the crown. The first player to hold the crown for the preset time limit wins!

Tip: Follow the arrow displayed at the top of the screen to locate the crown.

GRAFFITI

The player with the most "tagged" objects wins! Obstacles are tagged with your colour by tricking off them. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

FIREFIGHT

Suspend disbelief for a moment... You can shoot fireballs from the bottom of your skateboard! The higher your combo, the bigger your fireballs become. Your objective is to knock out the other players. Shoot fireballs with the ⬆ directional key and **Key Pad 4** or the ⬇ directional key and **Key Pad 4**.

You can keep tapping **Key Pad 4** for double, triple and even quadruple fireballs!

The skill level determines how much of a combo score it takes to launch a massive fireball (1 is easy, 5 is hard).

ELIMISKATE (ONLINE ONLY)

New to *Tony Hawk's Underground 2*! This new game is in the same vein as Trick Attack, however, this time you have multiple stages per game with a variable time limit. In the first stage, the time counts down and the lowest scoring player at the end of that round gets eliminated from the game. This continues until only one skater is left standing, and he or she is proclaimed the winner!

SCAVENGER HUNT

New to *Tony Hawk's Underground 2*! Each player places 5 coins throughout the level. Be the first one to pick up all the coins, including your own 5, or at least be the one to pick up the most coins before the time limit runs out, and you win!

GOAL ATTACK (ONLINE ONLY)

Play Story Mode or your own created goals in Goal Attack. Compete against each other to see who can complete all the goals first! The server player selects which goals are active. Race around the level and talk to a judge to activate a goal. The player (or team) who completes all the goals first is the winner. You can create your own goals in Create-A-Goal (including ones with vehicles), and then use them in an online Goal
Attack session.

CAPTURE THE FLAG (ONLINE ONLY)

Form teams and then try to capture each other's flags. Find the other team's flag, grab it, and return it to your base for a capture. Your team's flag must be at your base for you to score. If your flag is not at your base, an arrow will point to its location. Find the person who has it and slap him or her to return your flag!

H.O.R.S.E. (2-PLAYER ONLY)

The old classic H.O.R.S.E. (or the word of your choice—behave!) returns! In this one-on-one best trick contest, nail a trick then watch as your opponent tries to beat it. Your opponent must match or beat your score.
If not, he or she gets a letter. First one to get all the letters tastes defeat!

FREE SKATE

Keep it real with a no-time, no-score and no-rules session. Skate just like you do on the street, minus the ever-present cops and security guards. By default, all online games start out in free skate mode.